

The Aim of the Game

Scramble! Scramble! The island is under attack by enemy aircraft. You are the ace pilot of a jet fighter - a vital part of the island's defence system.

As you spring to your feet and dash across the tarmac, you wonder what they'll bomb this time. Leaping into the cockpit, you start the engines.

The instruments are functioning OK and your plane soars into the clear blue sky. The target acquisition device tells you that the enemy is heading for the nuclear power station. You must try to intercept the bomber before it gets there.

You fire and miss, dodge a missile and fire again. There is a blinding flash and the enemy plane drops like a stone. The power station is safe - for now at least - but what about the other targets? Can you save them from destruction?

Enemy planes are everywhere, but eventually you clear the skies and head for home - hoping it wasn't bombed while you were away.

LOADING INSTRUCTIONS

Hold down **SHIFT** and press **RUN/STOP**.

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Made in Great Britain

Design & Research: David & Alison Lee, London

Controls

Press **SHIFT** to "increase the power level". It will also bring the landing gear down, which is indicated by a dot. The fuel gauge at the bottom of your display shows in three, five, ten, and fifteen seconds the time to the ground.

Press **SPACE** to "open all eyes" or "understanding". Press **ENTER** to "look at the target". This will also fire the missiles of the enemy which are moving in the target's direction. The jet also has the landing gear, the engine gauge, a fuel gauge, and a fuel gauge which is in the bottom right corner. The enemy plane has a fuel gauge, a fuel gauge, and a fuel gauge. The enemy plane has a fuel gauge, a fuel gauge, and a fuel gauge. The enemy plane has a fuel gauge, a fuel gauge, and a fuel gauge.

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